

display the game type selection display image shown in **FIG. 14** on any one of the sub display devices, in such a manner that switching of the game type or unit gaming fee can be instructed immediately.

[0152] Furthermore, in the aforementioned embodiment, it is necessary to select the unit gaming fee before selecting the type of game, but it does not matter which of the selection of the unit gaming fee or the selection of the game type comes first. If the unit gaming fee is selected first, then a similar operation to that of the aforementioned embodiment is implemented, whereas if the game type is selected first, then icons for one or a plurality of unit gaming fees which are accepted with the selected game type are displayed in a distinct manner to the icons of the unit gaming fees which are not accepted, and the unit gaming fee is then selected.

[0153] Moreover, in the aforementioned embodiment, combined information for the game types and the unit gaming fees accepted with the game types is stored in a fixed fashion in the game selection-enabled gaming machine, but it is also possible to store combined information of this kind, previously, in the game providing server, in such a manner that it is downloaded to the game selection-enabled gaming machine when it is necessary to select a game type.

[0154] Additionally, the aforementioned embodiment only relates to types of games displayed on a main display device, but it is also possible to select types of games using physical reels. For example, a liquid crystal display is used as the main scanning direction, physical reels are disposed behind this liquid crystal display, and a game screen is displayed on the full surface of the liquid crystal display in respect of types of games which do not use the physical reels, whereas the liquid crystal display section in front of the physical reels is controlled so as to assume a transparent state, in the case of types of games which use the physical reels.

[0155] The aforementioned embodiment relates to a gaming system comprising a game providing server and game selection-enabled gaming machines, but the characteristic features of the present invention may also be applied to an independent game selection-enabled gaming machine. For example, it is possible to store game programs for all of the types of games, previously, in the gaming machine, and to then copy the game program of a game type indicated by a selection operation similar to that of the aforementioned embodiment, to a storage area used for executing the game.

What is claimed is:

1. A gaming system in which a plurality of game selection-enabled gaming machines, which implement a game on the basis of a unit gaming fee, are connected to a game providing server, via a network;

wherein said game providing server comprises:

- a game program memory configured to store game programs of a plurality of types of games; and
- a processor configured to permit downloading a game program of a type of game requested by any of said game selection-enabled gaming machines; and

wherein said gaming machines each comprise:

- a unit gaming fee selector configured to enable selection of a unit gaming fee from a plurality of unit gaming fee candidates;

- a game type selector configured to enable selection of a type of game from one or more game type candidates which accept the selected unit gaming fee; and

- a processor configured to request a game program of the selected type of game, from said game providing server.

2. The gaming system according to claim 1, wherein said processor of game providing server determines whether or not conditions for permitting downloading are satisfied when a game program of a certain game type is requested by any of said game selection-enabled gaming machines.

3. The gaming system according to claim 2, wherein said processor of game providing server determines that downloading is not permitted in cases where if the current request is accepted and the game program is downloaded then a total number of gaming machines that downloaded the game program is equal to or greater than a threshold value, or determines that downloading is not permitted in cases where a ratio of the total number of gaming machines that downloaded the game program to a total number of said plurality of gaming machines is equal to or greater than a threshold value.

4. The gaming system according to claim 1, wherein each of said gaming machines comprises a display; and wherein said game type selector includes touch panel switches configured to change the type of game displayed on said display.

5. The gaming system according to claim 1, wherein each of said gaming machines comprises a display configured to display a gaming demonstration screen thereon during a changing of the type of game.

6. The gaming system according to claim 1, wherein each of said gaming machines comprises a display, and wherein said unit gaming fee selector includes touch panel switches configured to select the unit gaming fee displayed on said display.

7. The gaming system according to claim 1, wherein said network is any one of a local area network, a public telecommunication network, a dedicated circuit in which said game providing server and said gaming machines are connected in a one-to-one fashion, and a radio circuit configured to provide radio communications between said game providing server and said gaming machines.

8. A game selection-enabled gaming machine that implements a game on the basis of a unit gaming fee, said gaming machine comprising:

- a unit gaming fee selector configured to enable selection of a unit gaming fee from a plurality of unit gaming fee candidates; and

- a game type selector configured to enable selection of a type of game from one or more game type candidates that accept the selected unit gaming fee.

9. The gaming machine according to claim 8, further comprising a processor configured to request a game program of the selected type of game from a game providing server connected via a network.

10. The gaming machine according to claim 8, further comprising:

- a game program memory configured to store game programs of a plurality of types of games; and

- wherein said processor extracts a game program of the selected type of game from said game program